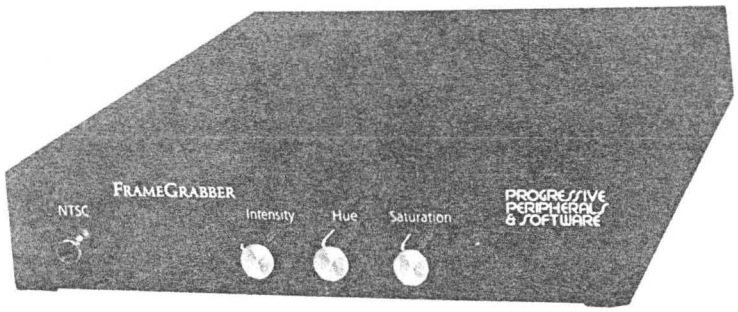
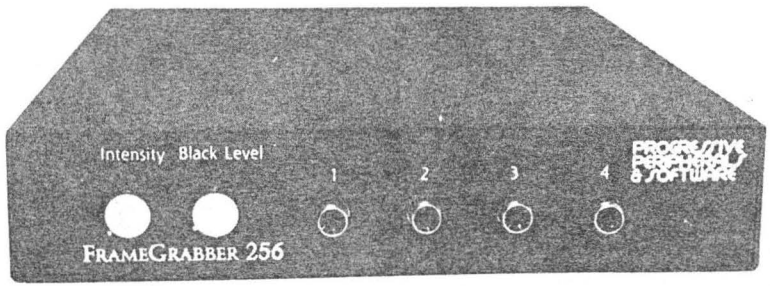


FrameGrabber

This exciting real-time image digitizer grabs 4,096 color HAM images directly from TV-tuner, VCR or Video Camera in just 1/30th second (1/60th second for B & W images) and ports them to any Amiga. The sophisticated image control software delivers time lapse animation in black & white and color, multiple exposures, color dithering and more. A unique software-controlled live video switch lets you preview your images before digitizing. Supports all Amiga color modes and screen resolutions ranging from 320 x 200 to 640 x 400—including 384 x 240 Overscan! A true stand alone unit with its own power supply and on-board internal dynamic RAM for storing newly digitized images. FrameGrabber even has external controls for adjusting hue, saturation and intensity. Connects via the parallel port.



FrameGrabber 256

FrameGrabber 256 allows the Amiga to display images in 256 gray-shades on any standard Amiga monitor. Capture monochrome, over-scanned, interlaced video in 1/30th second or non-interlaced in 1/60th second. The hardware image buffer supports resolutions up to 384 x 480. Four RCA video inputs allow programmable video switching and with a RGB camera or the included color wheel, digitizes static images in 16.7 million colors.

Baud Bandit

Software User Manual

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(303)825-4144

Table of Contents

Program written by Greg Cunningham
Manual written by Roy E. Brothwell
ARexx Program by William S. Hawes

Special thanks goes to Harv Laser of People Link for his help
in the development of this product.

1. Introduction

Congratulations on your purchase of the BaudBandit terminal program. The BaudBandit is a powerful terminal program that, along with your modem, will allow you to communicate with other computers all over the world. You can receive business, financial and stock information, reserve airline tickets, get the latest news and weather reports, shop at home, lock through library publications, and other useful items too numerous to list. On the lighter side, you can play games, get free public domain programs, get the latest news on your hobbies, and get the latest news in the computer world.

BaudBandit was designed and written with the home user in mind. BaudBandit incorporates many of the suggestions we have received from BBS and Online Service users. BaudBandit also makes use of the ARexx programming language to allow execution of complex functions automatically or with a single keystroke. BaudBandit is the most complete and easy to use terminal program of its kind.

This Manual

BaudBandit's features are interrelated to such an extent that it would be difficult to discuss each and every feature in a tutorial manner. This manual has been divided into several sections, each relating to a particular screen display, window, or function. Many features discussed in one area may apply to other areas as well. Many examples and illustrations have been provided so that you may better understand the concepts being discussed.

Glossary of Common Terms

Several terms are used throughout this manual with which you may or may not be familiar. Below is a brief list of terms and a description of how they relate to BaudBandit. If you are already proficient with your Amiga and telecommunication programs, you may wish to skip this section.

Screen - A backdrop for program execution. This backdrop can contain custom values for the display resolution and dimensions. Within BaudBandit two different screens are used. One screen is used for the BaudBandit main screen, and the other to display the phonebook and configuration settings.

Window - An input/output facility that can be opened on top of a screen. Multiple windows may be opened on a screen. Usually these windows can be moved about the screen for convenient placement. A window may be used for information only, or may be used to allow keyboard or mouse entry of required information.

Mouse - A common input device named because of its physical likeness to a small mouse with a long tail. Movement of the mouse usually coincides with the movement of a pointer or cross-hairs on the computer screen. The normal Amiga mouse has two buttons. These are referred to as the *left mouse button* or *select button* and *right mouse button* or *menu button.*

Mouse Pointer - The pointer, cross-hairs, or arrow on the computer screen that moves in relationship to the movement of the mouse. The Amiga mouse pointer may be customized and may not be the same on each computer. BaudBandit does not use a custom pointer, but instead, makes use of the pointer defined in the WorkBench.

Click - The act of pressing the left mouse button once, after moving the mouse pointer over the icon or area to be selected, or activated.

Double-Click - The act of quickly pressing the left mouse button twice, after moving the mouse pointer over the icon or area to be selected, or activated. *Double-clicking* on a program icon, will usually execute that program.

Gadget - Graphic button or device located on a screen or window that performs a particular function when *clicked* on.

Other terms related to Telecommunication

Baud - The rate at which a modem can transfer data. A 2400 baud modem transfers data at the rate of 2400 bits per second.

BBS - Bulletin Board System. Computer set up to automatically answer incoming calls from other computers to allow message and data transfer. Also referred to as a "host" computer.

bps - Bits Per Second (same as baud).

Buffer - Area of memory reserved for a particular purpose. In the case of BaudBandit, this area is reserved to cache text received for later review.

Capture - The act of saving or capturing received text into a file for later review. Differs from the review buffer in that this file will exist after BaudBandit has been closed.

Carrier - The audible tone generated by a modem to "carry" data between two or more computers.

Download - Receiving a file from a (remote) computer to your (local) computer.

Modem - Computer peripheral device to interface the computer to a telephone line. Allows communication between two or more computers over telephone lines.

Online - The term used when one computer is in contact with another computer via a modem.

Parity - Method of error checking data transfer.

Protocol - Method of error checking during file transfer.

Upload - Sending a file from your (local) computer to another (remote) computer.

Word Wrap - Often when typing a sentence, there is not enough space at

2. Loading BaudBandit

BaudBandit can be loaded either through the Workbench by double-clicking on its icon, or through the CLI. BaudBandit expects to find certain files in various directories on the system disk. BaudBandit is shipped on a bootable disk along with Workbench 1.3, to make first time use quick and easy.

From the BaudBandit Disk

Place the BaudBandit disk in DF0: (the internal disk drive), and turn on the power to the computer. (A-1000 owners must first "boot" with *Kickstart*, then place the BaudBandit disk in DF0: when the Amiga asks for *Workbench*.)

When the Workbench is loaded, move the mouse pointer over the BaudBandit disk icon, and press the left mouse button twice, very quickly (*double click*). After the BaudBandit window has opened, move the mouse pointer over the BaudBandit program icon and *double click*. The program will now load into memory and run.

From Workbench (other than the BaudBandit disk)

You may have customized your Workbench environment and may not wish to give up this environment to "boot" from the BaudBandit disk. Once your Workbench is loaded, place the BaudBandit disk in a floppy drive. Move the mouse pointer over the BaudBandit disk icon, and press the left mouse button twice, very quickly (*double click*). After the BaudBandit window has opened, move the mouse pointer over the BaudBandit program icon and *double click*. The program will now load into memory and run.

From the CLI

Type into any active CLI or Shell the Path and file name of BaudBandit. For example, if you are loading BaudBandit from the BaudBandit disk, you would type at the prompt:

1> BaudBandit:BaudBandit

and press [RETURN]. The word "BaudBandit" is typed twice because "BaudBandit" is the name of the disk (or volume) as well as being the name of the program. If the BaudBandit disk were in DF1:, you could type at the prompt:

1> DF1:BaudBandit

and press [RETURN]. BaudBandit will now load into memory and run.

3. Using BaudBandit with a Hard Drive

A. Copy the files **BaudBandit** and **BaudBandit.info** to the desired directory on the hard drive.

B. Copy the file **Bandit.config** to either the same directory as **BaudBandit**, or to the S: directory of the hard drive.

C. Copy the files **Bandit.phone** and **Bandit.keys** to the location indicated in the configuration file. The default location for these files is the S: directory of the hard drive.

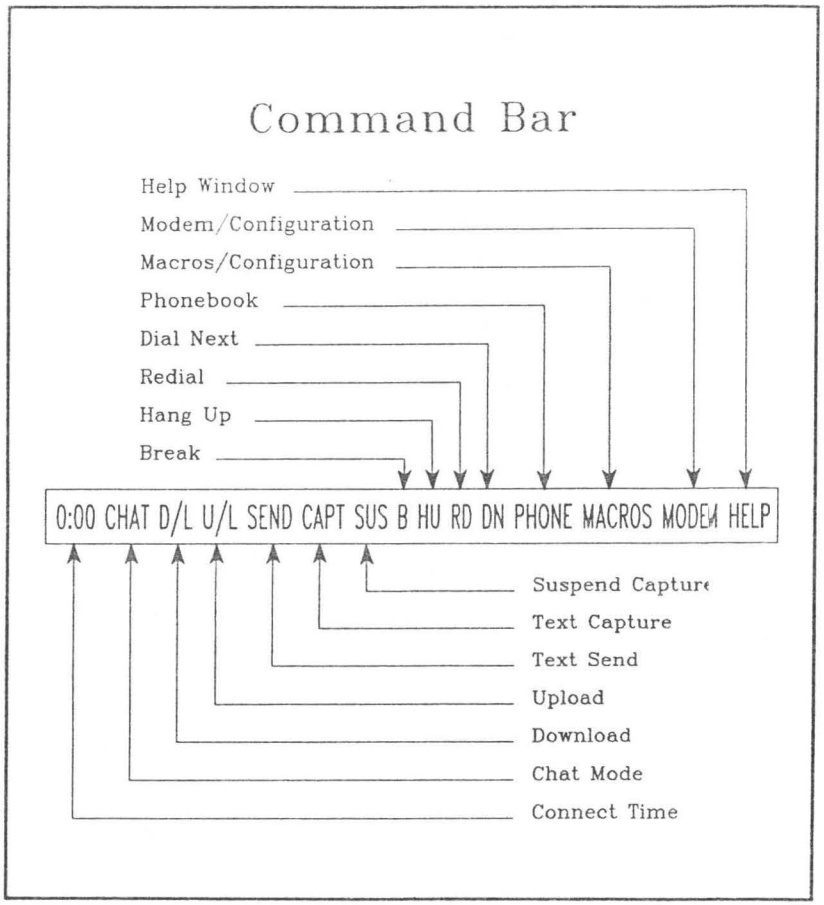
No special assignments are required for BaudBandit to run. Be sure the file **Bandit.config** is located in the same directory as the BaudBandit program, or in the S: directory, otherwise BaudBandit will use the default configuration settings as described in this manual.

For Advanced Users:

As soon as BaudBandit starts to run, it looks into the current directory, then the S: directory for a file called **Bandit.config.** This file contains all the configuration information previously saved for BaudBandit. If this file is not present, BaudBandit will assume a default configuration.

It is possible to configure BaudBandit so that the phone books, macro files,

etc., are each located in their own directory or disk. If you have a configuration that you are happy with, and you want to duplicate that configuration on another computer or another disk, you will need to duplicate each of these files along with their locations.



4. The Command Bar

The *command bar* resides at the top of the BaudBandit main screen. The *command bar* acts as both a status indicator and as a facility from which to issue commands. The following is a list of each of the commands listed in the *command bar* along with a brief description of the function of each.

0:00 - The numeric display at the far left of the *command bar* is the Connect Time Display. This display shows the elapsed time since the carrier was detected.

CHAT - Clicking on this item will create a split screen. The top screen is the terminal screen, and the bottom screen is the *chat* screen. This screen differs from the terminal screen in that whatever is typed into the *chat* screen is not sent to the modem until a carriage return is entered. The *chat* screen has several other features that will be discussed in detail in Section Twelve of this manual.

D/L - Clicking on this item will call the *download* requester. The download requester allows you to select a path and filename for a file to be transferred (downloaded) from the host computer. It also allows you to change the protocol to be used for the file transfer. Further information on the use of this requester can be found in Section Nine of this manual.

U/L - Clicking on this item will call the *upload* requester. The upload requester allows you to select a file to be transferred (uploaded) to the host computer. It also allows you to change the protocol to be used for the file transfer. Further information on the use of this requester can be found in Section Nine of this manual.

SEND - Clicking on this item will call the *text send* requester. The text send requester allows you to select a text file to be sent over the modem. Further information on the use of this requester can be found in Section Nine of this manual.

CAPT - Clicking on this item will call the *text capture* requester. The text capture requester allows you to select a path and filename for captured text. After the text capture has been activated, any text that is received by BaudBandit will be saved to this file. Further information on the use of this requester can be found in Section Nine of this manual.

SUS - Clicking on this item will highlight the item and SUSpend text capture. While text capture is suspended, no text that is received by BaudBandit will be saved to the capture file. Clicking on this item again will de-highlight the item and re-activate the text capture.

B - Clicking on this item will send a *break* to the host computer. A *break* is a short interruption of the carrier tone. Each host system may respond differently or ignore the *break* completely.

HU - Clicking on this item will send the "hang up" command to the modem, causing it to drop the carrier and hang up the phone.

RD - Clicking on this item will redial the top selected phone number in the phone book or redial the last phone number dialed. If the number was busy, clicking on it again will redial the same number.

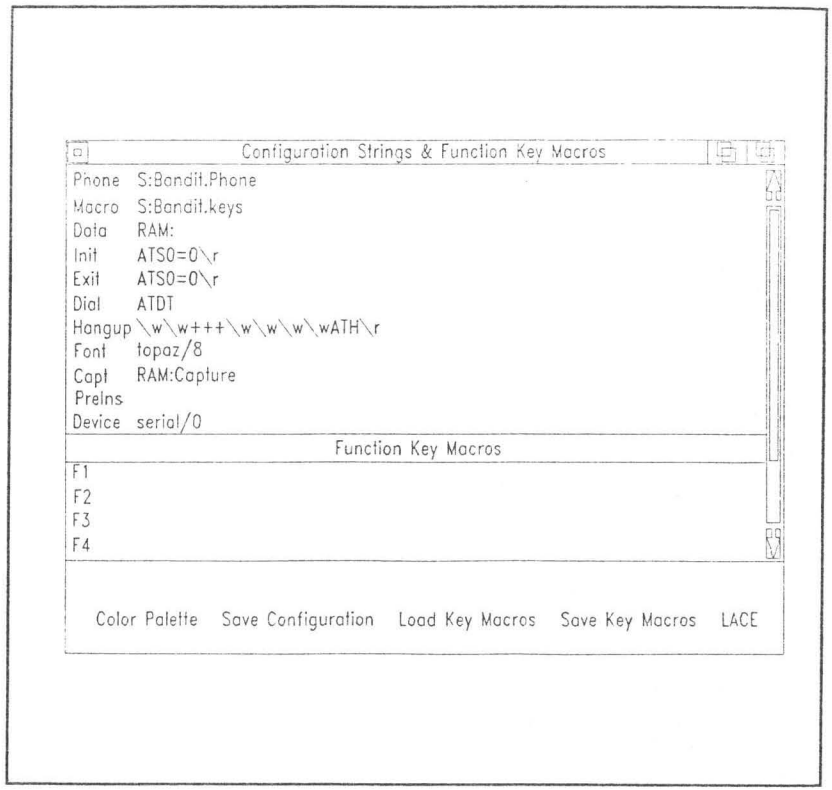
DN - Clicking on this item will redial the top selected phone number in the phone book. If the number was busy, clicking on it again will dial the next selected number in the phone book.

PHONE - Clicking on this item will highlight the item and call the phonebook screen. The phonebook screen allows you to select one or multiple phone number entries to be dialed. Further information on the use of the phonebook can be found in Section Six of this manual.

MACROS - Clicking on this item will highlight the item and open the Configuration Screen. The Configuration Screen allows you to change the configuration settings of BaudBandit and edit, load or save function key macros. Further information on the use of the Configuration Screen can be found in Section Five of this manual.

MODEM - Clicking on this item will open the "Modem Window". Within this window, you will be able to change several options effecting the operation of the BaudBandit Software and the way that it communicates with the modem.

HELP - Clicking on this item will open the "Help Window". The "Help Window" displays a list of keyboard equivalents to many features of BaudBandit. Clicking on an individual list entry will activate its function. The "Help Window" may also be opened and closed by pressing the "Help" key on your keyboard.



5. The Configuration Screen

Open the Configuration Screen by moving the mouse over **MACROS** on the *command bar*, and pressing the left mouse button. The Configuration Screen can also be opened by *clicking* on **Macros & Config** in the "Help Window", or by holding down the **Right Amiga Key** and pressing the **M** key ([Right Amiga] + [M]).

The Configuration Screen is a dual purpose screen. As the name suggests, it is used to set certain options governing the operation of BaudBandit. It is also used to edit **Macro Key Files.** A Macro Key File contains the settings for the function keys. There may be several Macro Key Files in existence and each may be loaded into BaudBandit at any time. There is however, only one configuration file, which is loaded into BaudBandit automatically at start up.

Using the Configuration Screen, you will customize BaudBandit to work in your particular environment. BaudBandit can be configured to look in different directories or even on different disks for its support files and directories. For instance, you may wish to send all files captured or downloaded to the external floppy disk drive to save space on your program disk. Or you may simply wish to keep capture files in a different directory than your downloaded files. BaudBandit can be set to default to preset directories when certain functions are called. Using the file requesters allows you to select any path or directory available to your computer. You will not be limited in any way to the directories selected in the Configuration Screen.

Close Gadget - At the upper left corner of the Configuration Screen, is a small box with a dot in the center. Clicking on this gadget will close the Configuration Screen. It will NOT save the current settings to the configuration file.

Title Bar - As with all Amiga screens, the Configuration Screen has a title bar that may be used to drag the screen up or down so that the screen behind the Configuration Screen may be viewed. Simply *click and hold* on the title bar and drag the screen up or down with the mouse.

Screen to Back Gadget - The Configuration Screen is a custom screen that appears in front of the BaudBandit screen. You may use this gadget to move the Configuration Screen to the backmost screen position making access to other screens possible.

Screen to Front Gadget - Clicking on this gadget will move the Configuration Screen to the frontmost screen position.

Configuration Settings - The Configuration Settings are located at the top of the Configuration Screen and include the following:

> **Phone** - Contains the directory and file path for the phonebook to be loaded when BaudBandit is first run. The default is **S:Bandit.Phone**, but may be changed to any phone file you may have created.
>
> **Macro** - Contains the directory and file path for the macro key file to be loaded when BaudBandit is first run. The default is

S:Bandit.Keys, but may be changed to any macro key file you may have created.

Data - Contains the initial directory path for the Upload and Download File Requesters. The default path is **RAM:**.

Init - Contains the command string to be sent to the modem when BaudBandit is first run. The default command string is **ATS0=0\r**.

Exit - Contains the command string to be sent to the modem when BaudBandit is terminated. The default command string is **ATS0=0\r**.

Hangup - Contains the command string to be sent to the modem when BaudBandit is told to "hang up the phone". The default command string is **\w\w+++\w\w\w\wATH\r**.

Font - Contains the font and point size to be used by BaudBandit for text display. This font can be any font in the FONTS: directory. The default font is **topaz/8**. Position the mouse pointer over the "font" entry and click on the **right** mouse button. A file requester will open, listing the FONTS: directory. Click on the desired directory and select the desired point size. Click on Okay to have your selection automatically entered into the Configuration Screen.

Capt - Contains the preset path and file name to be used by the Capture File Requester. The default path and file name is **RAM:Capture**.

PreIns - Contains the "Pre-Insertion" string. This string is sent to the modem as a prefix to each line sent from the chat window and buffer. This feature is required for some BBS systems to be able to accept buffer dumps.

Device - Contains the name of the device driver and device number to be used as the communication port. This makes the use of BaudBandit possible with internal modems or multi-port serial cards that use custom device drivers. The default device driver is **serial/0**.

Function Key Macros - This part of the Configuration Screen allows editing of the current Macro Key File. The default Macro Key File loaded is **S:Bandit.Keys**. This can be changed in the configuration file(above) so that your custom Macro Key File is loaded at run time. The **Bandit.Keys** file has a few example macros included for your convenience.

A Function Key Macro can be used for a variety of purposes. It can be used to send a commonly used text phrase to the host system. Perhaps a custom signature, a scan command, User ID or Password, etc. It can also send commands to the modem, load a new phonebook, or even load a new Macro Key File.

The most powerful use of Function Key Macros is to perform a series of commands (script) or initiate an ARexx program. There are several special commands available for use in Function Key Macros and Scripts. These special commands are also available for use in configuration settings such as Init, Exit, HangUp, PreIns, and in special areas such as the Chat window and in the PhoneBook Screen. A complete listing of these commands can be found in Section Thirteen of this manual. Two of these special commands have already been listed in the default settings mentioned above. They are \r and \w.

> \r - tells BaudBandit to send the End Of Line character. It is essentially the same as pressing the [RETURN] key on the keyboard.
>
> \w - tells BaudBandit to wait for one-half second before proceeding with the next instruction. An example of this command is found in the **Hangup** default. In this example, BaudBandit is told to wait for one second, send "+++" (to place the modem into a command state), wait two seconds and send "ATH" followed by a [RETURN].

There are thirty Function key combinations available for programming. These key combinations are as follows:

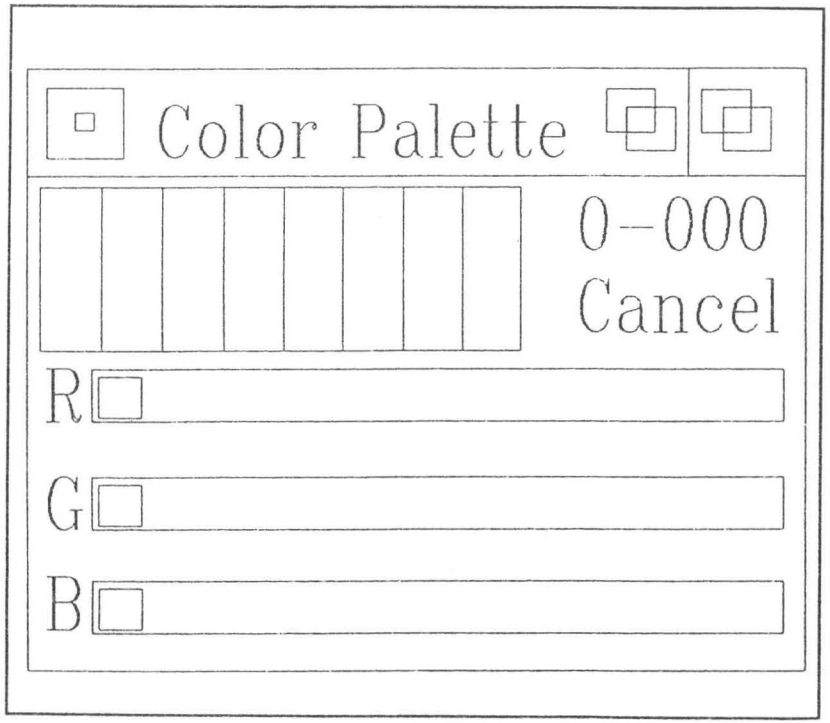
F1 through F10, activated by pressing the appropriate [FKey]

S1 through S10, activated by pressing the [Shift] + [FKey]

A1 through A10, activated by pressing the [Right Amiga] + [FKey]

Scroll Bar/Gadgets - Only the first eight function keys are listed on the initial Configuration Screen. To gain access to the other function key listings, you will need to scroll up and down the Configure Screen using the scroll bar and scroll gadgets located on the rightmost boundary of the screen. The scroll bar indicates the segment of the Configuration Screen being displayed. You may click and hold on the scroll bar and drag it down the slider area to display segments of the screen not currently displayed. Clicking above or below the current position of the scroll bar will move the scroll bar in the direction clicked. The scroll bar can also be moved by clicking on the up and down scroll gadgets. These are arrows at either end of the scroll bar/slider area. Clicking on these arrows will move the screen up or down one row at a time.

Color Palette - Clicking on this command, at the bottom of the Configuration Screen, will display the current color palette.



The Color Palette allows you to edit the eight color registers that are used for BaudBandit's screens. If you are running BaudBandit using less than eight colors, not all eight color registers will be used. The number of colors used is set in the Modem Configuration Window.

The color palette also has a title bar, close gadget and front/back gadgets. These act much in the same as the title bar, close gadget and front/back gadgets described above.

Color Registers - Below the title bar are eight color rectangles. These represent the eight color registers. Clicking in any of these color registers will select it as the register to be altered.

Register/Value Display - To the right of the color registers is a numeric display. This display indicates the current register selected followed by the **RGB** value. Initially this display will read **0-000**. This indicates that register 0 is the selected register, and that the Red, Green, and Blue values are each 0.

Cancel - Clicking on this gadget will abort the palette change and close the color palette.

RGB Sliders - Below the color registers, are three horizontal sliders representing Red, Green, and Blue. These sliders are operated much like the scroll bar. Click and hold on the **R** slider gadget. By moving the gadget to the right, the amount of red in the current color register will be increased. Moving the gadget to the left will decrease the amount of red in the color register. Clicking in the slider area (not on the slider gadget), will move the gadget toward the mouse pointer. Notice that whenever any of the slider gadgets are moved, the value for that color changes in the Register/Value display, and the color of the register itself reflects the change.

When you are finished with the Color Palette, click on the **Close Gadget** to use the color changes made, or click on the **Cancel Gadget** to abort the changes.

Save Configuration - Clicking on this command will save the current configuration settings into the configuration file located in either the S:

directory or the current directory.

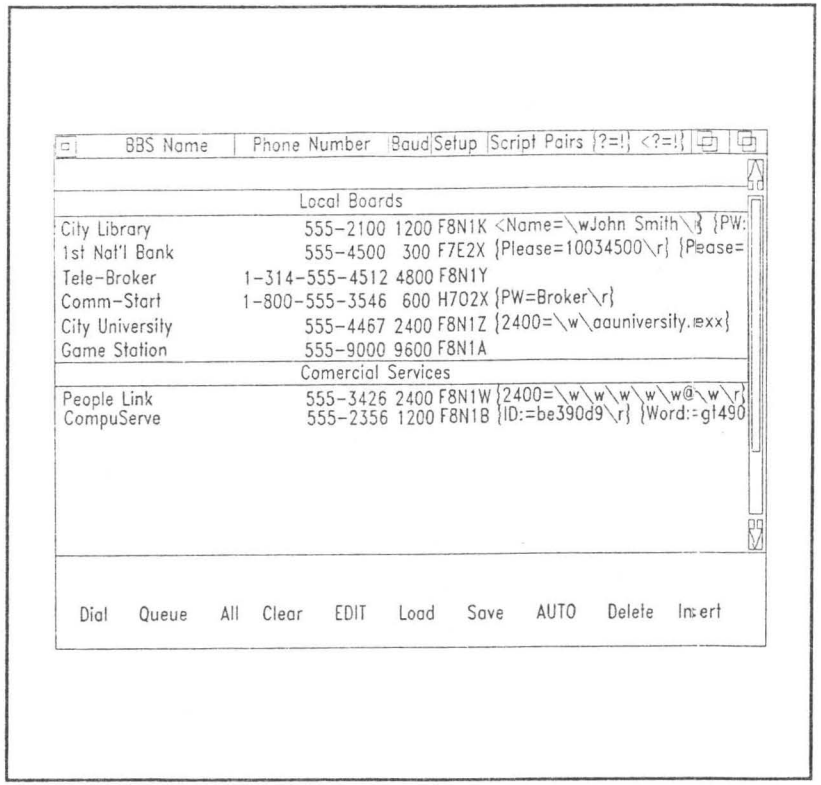
Load Key Macros - Clicking on this command will open a file requester (refer to Section Nine for more information about the use of the file requester). The file requester will initially list the directory specified in the configuration file in the **Macro** entry. After making your selection, click on **Okay** to load the Macro Key File. You may now use or edit the current set of Function Key Macros listed.

Save Key Macros - Clicking on this command will open a file requester. The file requester will initially list the directory specified in the configuration file in the **Macro** entry. You may save a Macro Key File using any name you wish. We recommend that you append the name with ".keys" to distinguish this file from others that may be located in the same directory. You may have as many Macro Key Files as disk space allows.

LACE - Clicking on this command will cause BaudBandit's support screens (the Configuration Screen and the PhoneBook Screen) to be displayed in interlace. This results in the support screens covering only the lower half of the computer screen. This feature lets you maintain access to BaudBandit's main screen while editing a function key, configuration or phonebook entry.

> **Note:** Displaying the support screens in interlace will not display twice as many rows on the screen as it does when BaudBandit's main screen is placed in interlace.

When you are finished using the Configuration Screen, you can close the Configuration Screen by clicking on the **Close Gadget** at the upper left corner of the screen, pressing the [Right Amiga] + [M] keys at the same time, clicking on **Macros** on the command bar, or clicking on **Macros & Config** in the "Help Window".



6. The PhoneBook Screen

The BaudBandit PhoneBook Screen simplifies the task of organizing multiple phone numbers and "log-on" sequences or scripts. The PhoneBook Screen provides several tools to make getting "online" as easy as "CLICK, CLICK".

Open the PhoneBook Screen by moving the mouse over **Phone** on the *command bar*, and pressing the left mouse button. The PhoneBook Screen can also be opened by *clicking* on **Toggle Phone** in the "Help Window", or by holding down the **Right Amiga Key** and pressing the **P key** ([Right Amiga] + [P]).

Main Screen (It will appear as an interlaced half screen if **LACE** has been selected in the Configuration Screen).

Close Gadget - At the upper left corner of the screen, is a small box with a dot in the center. Clicking on this gadget will close the PhoneBook Screen. It will NOT save any changes made to the current phonebook.

Title Bar - As with most Amiga screens, the PhoneBook Screen has a title bar that may be used to drag the screen up or down so that the screen behind the PhoneBook Screen may be viewed. Simply *click and hold* on the title bar and drag the screen up or down with the mouse. The title bar of the PhoneBook Screen is designed to aide in the formatting of the phonebook entries. The individual headings are described in detail below.

Screen to Back Gadget - The PhoneBook Screen is a custom screen that appears in front of the BaudBandit screen. You may use this gadget to move the PhoneBook Screen to the backmost screen position, making access to other screens possible.

Screen to Front Gadget - Clicking on this gadget will move the PhoneBook Screen to the frontmost screen position.

Scroll Bar/Gadgets - Each phonebook is capable of holding up to 1000 phonebook entries. If the phonebook were full, only a small portion of the phonebook could be viewed at any one time. You may scroll up and down the list of phonebook entries using the scroll bar and scroll gadgets located on the rightmost boundary of the screen. The scroll bar indicates the segment of the phonebook. If the bar within the slider is quite small, then you are viewing a small segment of the phonebook. You may click and hold on the scroll bar and drag it down the slider area to display segments of the phonebook not currently displayed. Clicking above or below the current position of the scroll bar will move the scroll bar in the direction clicked. The scroll bar can also be moved by clicking on the up and down scroll gadgets. These are arrows at either end of the scroll bar/slider area. Clicking on these arrows will move the phonebook entries up or down one entry at a time.

PhoneBook Entry Display - Below the title bar is the main phonebook display. A phonebook entry contains much more than a name and phone number. It also contains information as to the terminal and modem settings

used for each phone number. At the end of each entry, you can optionally add **Script Pairs** or script commands to take place when BaudBandit "connects" to that particular phone number.

Each phone book entry is divided into five sections. The headings for these five sections are listed in the title bar of the PhoneBook Screen. They are as follows:

BBS Name - Contains the name of the Bulletin Board System, online service, or the guy down the street with a modem. This name will be printed on the main screen whenever BaudBandit attempts to dial that system.

Phone Number - Contains the phone number of this entry. Enough room is allowed for almost any phone number including international listings.

Baud - Contains the initial baud rate setting to attempt when dialing this entry. If the system being called answers at a lower baud rate, your modem should match that baud rate automatically. BaudBandit supports baud rates from 300 to 38400.

Setup - Contains five characters, each of which sets a different parameter in BaudBandit. They are as follows:

Duplex - The first character determines either halfduplex designated by the letter **H**, or full duplex designated by the letter **F**. Check with the host system to find out which duplex is required for proper communication.

Bits - The second character determines the number of *Data Bits* to be used with this entry. This number should either be **8** or **7** data bits. Check with the host system to find out how many data bits are required for proper communication.

Parity - The third character determines the type of error checking or "parity" that should be used with this entry. The types of parity available are Even, Odd, Mark, Space, or No parity. These are designated by the letters **E**, **O**, **M**, **S**, and **N**,

respectively.

Stop Bits - The fourth character determines the number of *Stop Bits* to be used with this entry. This number will usually be 1 or 2 stop bits. Check with the host system to find out how many stop bits are required for proper communication.

Protocol - The fifth character sets the file transfer protocol to be used with this entry. Below is a list of the protocols and their corresponding letter designation.

Protocol	Designation
Compuserve B	B
XModem-CRC	X
WXModem	W
YModem (batch)	Y
YModem-G	G
XModem-1K	K
ZModem	Z
ZModem (auto-receive)	A

Script Pairs - Contains the optional script or script pairs to be executed when connection with this entry is made. A **Script** is a series of commands that is executed after a phone number is dialed, and a "connection" is made. The script commands available are described in detail in Section Thirteen of this manual.

A **Script Pair** is a "cause = effect" phrase, enclosed by braces "{ }". For example, most Bulletin Board Systems ask for a password. BaudBandit can automatically enter your password, by placing it in a Script Pair.

{Password:=MyPassword\r}

In the Script Pair example above, BaudBandit will respond to the word "Password:" with the word "MyPassword" followed with a [RETURN]. Notice that there are no spaces on either side of the equals "=" sign. Also notice that the "effect" portion of the Script Pair may contain "BackSlash" commands as listed in Section Thirteen. If the word "Password:" were to appear several times during your session, and you wanted BaudBandit to respond each time with your password, simply replace the leading brace "{" with a "less than" "<" sign as shown below.

<Password:=MyPassword\r}

Phone numbers are selected and de-selected simply by moving the mouse pointer over the desired entry and pressing the left mouse button. To select or de-select multiple entries, press and hold the left mouse button and drag the mouse pointer up or down. Each entry touched by the mouse pointer will become selected or de-selected.

Speed Note: If you wish to immediately select and dial one number, simply move the mouse pointer over the desired phone-book entry and press and release the left mouse button then press and release the right mouse button. The selected number will then be dialed.

Dial - Clicking on this command will cause BaudBandit to dial the top most selected phone number. BaudBandit will attempt to dial this number only once. If a connection is made, the phone number will be de-selected. If no connection is made, the phone number will remain selected.

Queue - Clicking on this command will cause BaudBandit to dial the top most selected entry. If no connection is made, the phone number will remain selected and BaudBandit will dial the next selected entry. This process will repeat until there are no more selected entries. BaudBandit will then start with the topmost selected entry and dial through the list until a connection is made, or until the [ESC] key is pressed.

All - Clicking on this command will select all the entries in the phonebook.

Clear - Clicking on this command will de-select all entries in the phone-book.

EDIT - Clicking on this command will toggle the EDIT Mode of the PhoneBook Screen. After the EDIT Mode has been activated, move the

mouse pointer to the phonebook entry you wish to edit, and click. A cursor will appear in that entry allowing you to use the keyboard to edit the entry. After making the desired changes press the [RETURN] key to record any changes made. After all desired entries have been edited, click on the EDIT command to deactivate the EDIT Mode.

> **Warning:** Be sure to save the phonebook to disk. Otherwise any changes made will be lost when another phonebook is loaded or when you exit BaudBandit.

Load - Clicking on this command will open a file requester (refer to Section Nine for more information about the use of the file requester). The file requester will initially list the directory specified in the configuration file in the **Phone** entry. After making your selection, click on **Okay** to load the PhoneBook file.

Save - Clicking on this command will open a file requester. The file requester will initially list the directory specified in the configuration file in the **Phone** entry. You may save a PhoneBook file using any name you wish. We recommend that you append the name with ".phone" to distinguish this file from others that may be located in the same directory. You may have as many PhoneBook files as disk space allows.

AUTO - Clicking on this command will toggle Auto PhoneBook Mode. The PhoneBook Screen will appear whenever the modem is not online and BaudBandit receives a command response from the modem. This normally occurs when BaudBandit is first loaded and when a NO CARRIER is detected. The word AUTO will always be highlighted when Auto PhoneBook Mode is activated.

> **Note:** If you need to send several commands to the modem while not online, turn the AUTO feature off until you are finished. This will prevent the PhoneBook Screen from appearing after each command.

To deactivate Auto PhoneBook Mode, simply click on the AUTO command again.

Delete - Clicking on this command will delete the topmost selected entry on

mand again.

Delete - Clicking on this command will delete the topmost selected entry on the phonebook. Having multiple entries selected will NOT make multiple deletions. Only the topmost entry will be deleted. To make the deletion permanent you must re-save the phonebook file.

Insert - Clicking on this command will insert a blank line just above the topmost selected phonebook entry. Having multiple entries will not insert multiple lines. Only one blank line will be inserted each time the Insert command is activated. After inserting a blank line, you may enter a new entry using the EDIT Mode. Remember that to make any changes in the phonebook permanent, you must re-save the phonebook file.

Organization Tools

The PhoneBook Screen offers an easy method of dividing your phonebook entries into various sections. Divider bars and comments may be inserted on blank lines between phonebook entries. The first character of the phonebook entry determines its function.

A phonebook entry that is to contain a phone number, etc., must have its BBS Name start on the first character position.

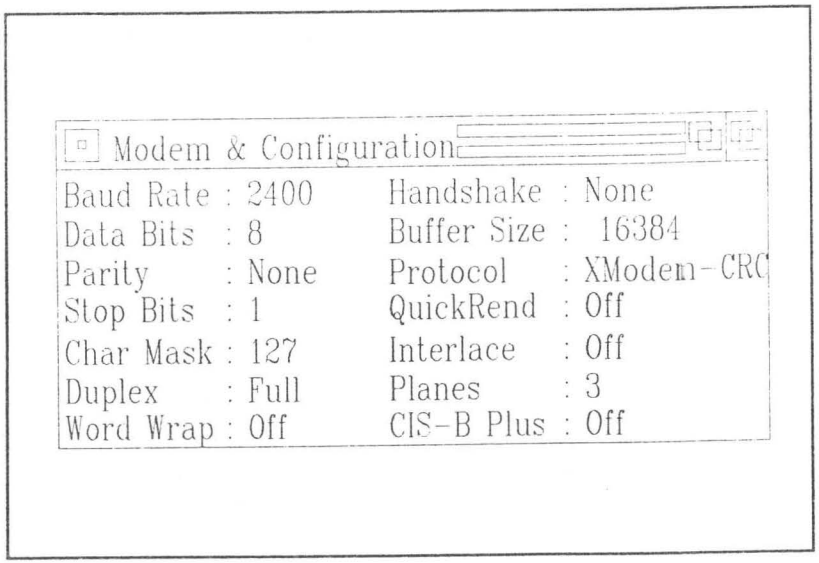
Solid divider bar - If a dash "-" is entered at the first character position of a phonebook entry, the entire line will be displayed as a solid color (if default colors are used, the color will be red). Any text may be entered after the dash "-", but will not be visible except in **EDIT** mode.

Comment divider bar - If a space " " is entered at the first character position of a phonebook entry, the entire line will be highlighted (if default colors are used, this will be a bluish color). Any text may be entered after the space " " and will be visible within the highlighted bar.

Invisible Comment - If a vertical bar " | " ([Shift] + [\]) is entered at the first character position of a Phonebook Entry, the entire line will not be visible within the BaudBandit PhoneBook Screen the next time the phonebook file is loaded.

Phonebook file format - The phonebook entries are stored in a standard ASCII text file. This file is readable and may be edited using your favorite text editor. Many BBS listing text files may be edited slightly to be used as a BaudBandit phonebook file.

Quick Editing - The BBS Name, Phone Number, and Script Pairs must all be edited using the **EDIT** command described above. The Baud Rate, and SetUp, however, can be quickly edited using the mouse. Position the mouse pointer over the baud rate to be changed, and click on the **right** mouse button. The baud rate will cycle through all the available settings. Each of the settings under the Setup heading can be edited in much the same manner. Position the mouse pointer over the setting to be changed and click the right mouse button. Each character position will cycle through its own range of possible settings. Remember that any changes to the phonebook must be saved to become permanent.



7. The Modem & Configuration Window

The Modem & Configuration Window offers a quick and easy way to edit the current settings used by BaudBandit. Many of the settings are preset or altered by the phonebook.

The Modem & Configuration Window can be toggled open and closed by three different methods:

A. Clicking on **MODEM** on the *command bar*

B. Pressing the [Right Amiga] + [F] keys

C. Clicking on **Modem Setup** in the "Help Window"

A small window will appear on the BaudBandit main screen. The operation of the window is as follows:

Close Gadget - Clicking on the small square at the upper left corner of the window will close the window. Any changes made to the window prior to

its closing will remain in effect.

Title Bar - The title bar identifies the function of the window. The title bar may also be used as a drag bar. *Click and hold* the left mouse button while the mouse pointer is positioned over the title bar. By moving the mouse, you can drag the window around the BaudBandit main screen.

Window to Back Gadget - When more than one window is open on the BaudBandit screen, the Modem & Configuration Window may be covering another window. Clicking on this gadget will move the Modem & Configuration window to the backmost window position.

Window to Front Gadget - Clicking on this gadget will move the Modem & Configuration window to the frontmost window position.

Settings Display - The settings listed below can all be altered using the mouse. Many of these settings change automatically (based on the phonebook entry setup) when contact is made with a particular online system. For further details on the phonebook entry setup, refer to Section Six.

Baud Rate - This setting controls the baud rate of the RS232 port. The baud rate is the number of bits per second being transferred. Baud rates from 300 to 38400 can be implemented. To change the baud rate, position the mouse pointer over this selection and click either mouse button to cycle through the available baud rates. The baud rate is also altered by the phonebook entry setup.

Data Bits - This setting controls the number of transmitted and received bits for each character. The number of data bits is set to either 7 or 8. To change the number of data bits, position the mouse pointer over this selection and click on either mouse button. The setting will toggle between 7 and 8 data bits. This setting is also altered by the phonebook entry setup.

Parity - This setting controls the parity bit setting. The parity bit is the high bit (the 8th bit) of each character. When transmitting ASCII data, which needs only 7 out of 8 bits, the parity bit is sometimes used as a simple method of error detection. By a mutual agreement between the two systems, the parity bit of each character

is set by the transmitting computer, to a certain value based on the other bit values of the character. The parity bit is checked by the receiving computer, to make sure that the character was not garbled during transmission. Several types of parity checking are supported by BaudBandit, including ODD, EVEN, MARK, SPACE, and NONE. To change the parity setting, position the mouse pointer over this selection and click either mouse button. The setting will cycle through all available parity types. This setting is also altered by the phonebook entry setup.

Stop Bits - This setting controls the number of stop bits after each character. The number of stop bits is either set to either **1** or **2**. To change the stop bit setting, position the mouse pointer over this selection and click either mouse button. The setting will toggle between 1 and 2 stop bits. This setting is also altered by the phonebook entry setup.

Char Mask - This setting controls the character mask used by BaudBandit when sending and receiving ASCII characters. The character mask is set to either **127** or **255**. You will almost always use the 127 setting. The 255 setting is used in special situations to make use of the extended character set. Using this setting with a system that doesn't support the extended character set will result in strange graphic characters being displayed on the screen. To change the character mask setting, position the mouse pointer over this selection and click either mouse button. The setting will toggle between 127 and 255.

Duplex - This setting controls the duplex mode of the RS232 port. Full duplex allows communications in both directions at the same time. Half duplex allows communications in only one direction at a time. To change the duplex setting, position the mouse pointer over this selection and click either mouse button. The setting will toggle between Full and Half duplex. This setting is also altered by the phonebook entry setup.

Word Wrap - This setting controls the use of automatic word wrap. Many online systems provide word wrap for you. In these cases, this setting should be turned **OFF**. Other systems require that you press [RETURN] at the end of each line when typing a

message. BaudBandit's word wrap option will keep track of the number of characters typed on each line. If a word will not fit on the current line, BaudBandit will "backspace" to the nearest space, enter a [Return], and move the word to the next line for you. This allows you to type a full paragraph without pressing [RETURN].

To turn this word wrap ON or OFF, position the mouse pointer over this selection and click on the **Left** mouse button. When word wrap is not OFF, a number is displayed. This number should be equal to the number of columns you wish to use for your screen display, minus one. For example, if you are using a standard 80 column display, the word wrap number should be set to 79. If you are online with a system that supports only 40 columns, you may wish to set the word wrap number to 39 or 38. To change the word wrap number, position the mouse pointer over this setting and click and hold the **Right** mouse button. The word wrap number will rapidly increment until it reaches 200, then it will start again at 38.

Handshake - This setting controls the type of handshaking used between systems. This option may also be called "flow control". When sending large amounts of text at high speeds, one system may not be able to keep up with the amount of text being sent by the other computer. Handshaking allows the receiving system to tell the other system to stop sending until it is able to catch up. It can then tell the sending system to start sending again.

There are two types of handshaking supported by BaudBandit. These are **Xon/Xoff**, and **7wire**, which may also be referred to as RTS/CTS (Ready To Send / Clear To Send). There is also a "No Handshaking" setting or **NONE**. To change the handshaking, position the mouse pointer over this selection and click on either mouse button. The handshaking setting will cycle through the three selections.

Buffer Size - This setting determines the amount of memory to be allocated for the review buffer. The memory setting ranges from 2048 bytes to 524288 bytes. The amount of memory you will want to use will depend on your personal usage of the review buffer. To change the buffer size, position the mouse pointer over this selection. Clicking on the **Left** mouse button will increase the memory

setting by 2048 bytes. Clicking on the **Right** mouse button will decrease the memory setting by 2048 bytes. Holding down one of the mouse buttons will rapidly increase or decrease the memory setting.

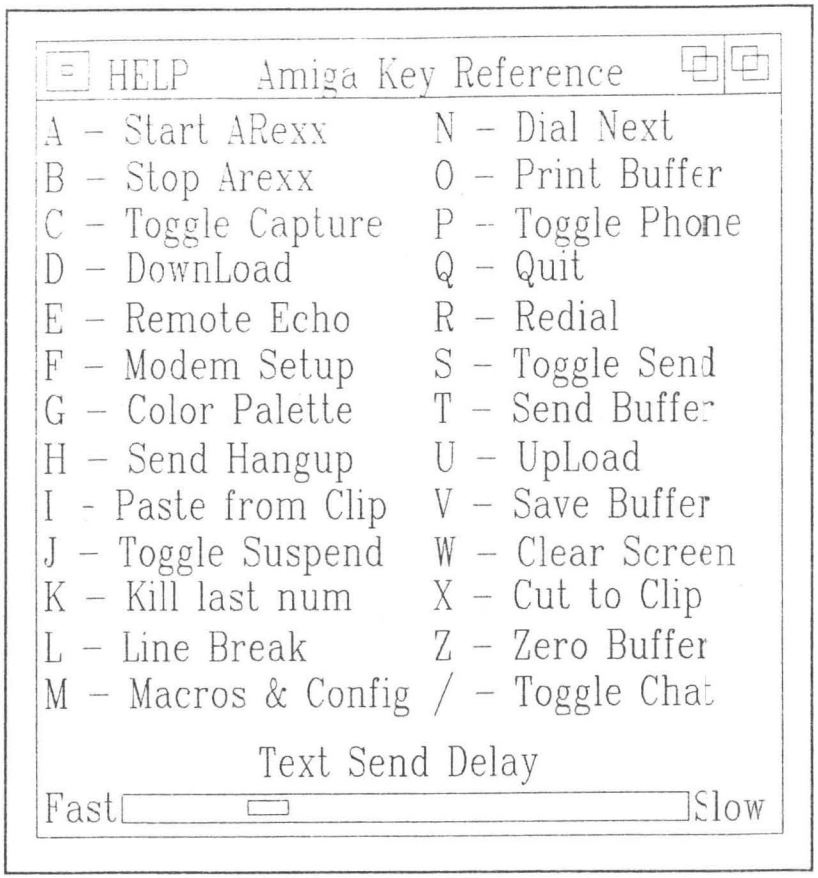
Protocol - This setting controls which file transfer protocol is currently selected. For further details on these protocols, refer to Section Ten of this manual. To change the protocol setting, position the mouse pointer over this selection and click on either mouse button. The protocol setting will cycle through the various choices. This setting is also altered by the phonebook entry setup.

QuickRend - BaudBandit normally attempts to "smooth" the incoming text display. Turning QuickRend on, will dump incoming text to the screen as quickly at it is received. This may be useful for special high speed situations but will result in a very "jerky" display. To turn QuickRend **ON** or **OFF**, position the mouse pointer over this selection and click on either mouse button. QuickRend will toggle on or off.

Interlace - This setting toggles the screen resolution to be used by the BaudBandit main screen. Turning Interlace on will set the screen resolution to 640x400. Turning Interlace off will set the screen resolution to 640x200. *BaudBandit does check for programs that alter the normal size of the WorkBench screen, and responds accordingly.*

Planes - This setting determines the number of bitplanes to be used by the BaudBandit main screen. The number of bitplanes used determines the number of colors available to BaudBandit. Three bitplanes allows eight colors, two bitplanes allows fourcolors, and one bitplane allows only two colors. Each bitplane requires a certain amount of memory. In low memory situations, you may wish to decrease the number of bitplanes to conserve system memory. To change the number of bitplanes to be used, position the mouse pointer over this selection. Clicking either mouse button will cycle through the three settings. As the number changes, the main screen will disappear and reappear within the selected number of bitplanes.

CIS-B Plus - This setting toggles CompuServe B protocol active or inactive. When active, BaudBandit will respond to the download command from CompuServe Information Service. When **ON**, this protocol is active. When **OFF**, this protocol is inactive. To toggle this setting on or off, position the mouse pointer over this selection and click on either mouse button. This setting is also altered by the phonebook entry setup.



8. The Help Window

The BaudBandit Help Window provides an online reminder of the keyboard shortcuts for BaudBandit's available features.

The Help Window is activated by pressing the [Help] key on the keyboard or by clicking on **Help** on the *command bar*.

Close Gadget - Clicking on the small square at the upper left corner of the Help Window will close the Help Window.

Title Bar - As with standard Amiga windows, the Help Window has a title

bar that may be used to drag the window around the screen. Simply *click and hold* on the title bar and drag the window around the screen with the mouse.

Window to Back Gadget - When more than one window is open on the BaudBandit screen, the Help Window may be covering another window. Clicking on this gadget will move the Help Window to the backmost window position.

Window to Front Gadget - Clicking on this gadget will move the Help Window to the frontmost window position.

Amiga Key Reference Commands

Each of the following commands can be activated using two methods. A single letter can be found to the left of each command. Pressing the key associated with that letter while holding down the [Right Amiga] key will activate its respective command. For example, Pressing the [A] key while holding down the [Right Amiga] key will activate the **Start ARexx** command. Each command can also be activated by moving the mouse pointer over the desired command and pressing the left mouse button.

Each of the commands is listed below with a brief explanation of their function.

A - Start ARexx
Will open a file requester listing the Rexx: directory. The ARexx file selected will be executed when file selection is complete.

B - Stop ARexx
Will end any ARexx file currently being executed.

C - Toggle Capture
Will open a file requester listing the preset directory indicated in the configure screen. The file entered or selected will be opened or appended with the current text being captured. If activated while **Capture** is already active, will end the capture and close any open capture file.

D - DownLoad
Will open a file requester listing the preset directory indicated in the configuration screen. The file entered or selected will be opened or replaced by the current file being downloaded using the current file transfer protocol. The file transfer protocol may be changed by clicking on the protocol selector at the bottom of the file selector, until the desired protocol appears. Pressing [Return] or clicking on **Okay** will start the transfer.

E - Remote Echo
Will toggle BaudBandit's echo mode. Each character typed onto the terminal screen will be displayed, as well as sent to the modem. This is useful when connecting to other than an online service or BBS.

> **WARNING:** If the modem echo is on, the remote echo is on, and the modem is offline, any character typed will cause an endless loop writing that character to the screen. If this happens, simply deactivate the remote echo.

F - Modem Setup
Toggles the Modem Setup Window.

G - Color Palette
Toggles the Color Palette Window.

H - Send Hangup
Will send the hangup command (as predefined in the configuration screen) to the modem.

I - Paste from Clip
Will paste any text currently in the Amiga "clipboard" into the review buffer for manipulation.

J - Toggle Suspend
Toggles the Suspend Text Send command. This is the same as clicking on **SUS** on the *command bar*.

K - Kill last number
De-selects in the phonebook, the last phone number dialed.

L - Line Break
Causes a brief interruption of the carrier that is detected and acted upon by the remote computer.

M - Macros & Config
Toggles the appearance of the Configuration Screen.

N - Dial Next
Causes BaudBandit to dial the next selected phonebook entry. If no phonebook entry is selected, the PhoneBook Screen will appear so that entries may be selected.

O - Print Buffer
Will dump the entire contents of the review buffer to the printer.

P - Toggle Phone
Toggles the appearance of the PhoneBook Screen.

Q - Quit
Will close all open files associated with BaudBandit, hang up the modem and close BaudBandit.

R - Redial
Will redial the last phone number dialed.

S - Toggle Send
Will open a file requester listing the preset directory indicated in the configure screen. The file selected will be read and sent to the modem. Text may be paused by the Suspend Text function. If activated while Text Send is active, will end the send.

T - Send Buffer
Will dump the entire contents of the review buffer to the modem.

U - UpLoad
Will open a file requester listing the preset directory indicated in the

configuration screen. The file selected will be sent using the currently selected file transfer protocol. The file transfer protocol may be changed by clicking on the protocol selector at the bottom of the file selector, until the desired protocol appears. Pressing [Return] or clicking on **Okay** will start the transfer.

V - Save Buffer
Will open a file requester listing the preset directory indicated in the configure screen. The file entered or selected will be opened or appended with the contents of the review buffer. This action will also clear the review buffer.

W - Clear Screen
Will clear the terminal screen of all characters and place the cursor at the top left of the screen.

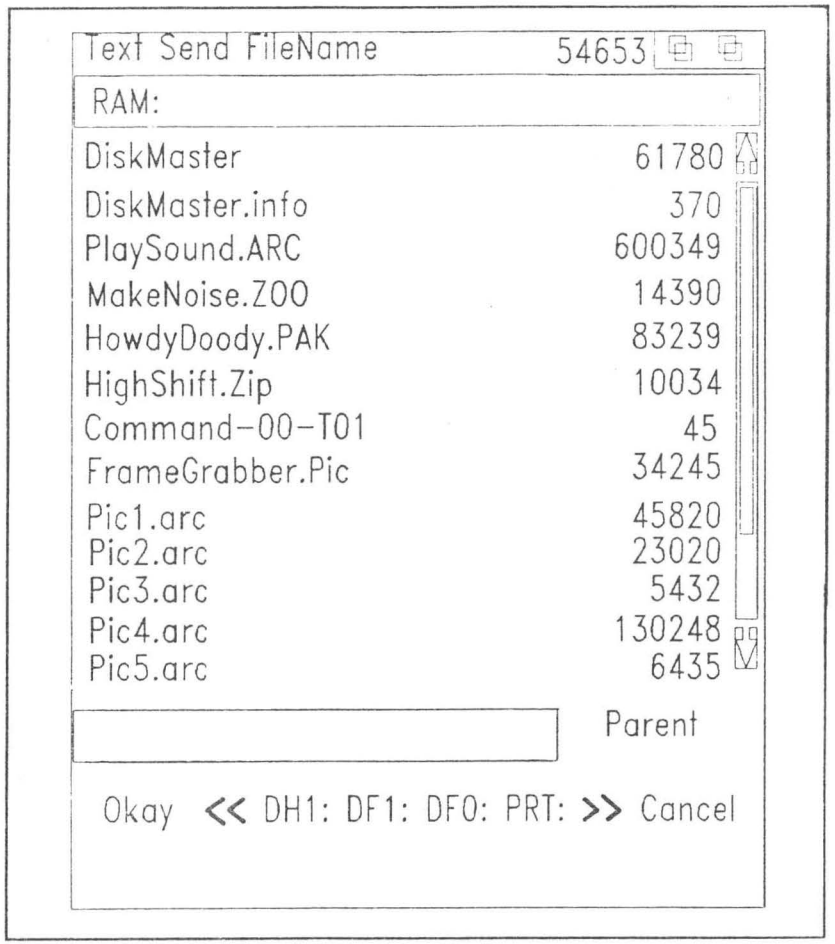
X - Cut to Clip
Will transfer the entire contents of the review buffer to the Amiga "clipboard". The text can then be edited using any text editor that supports the Amiga "clipboard".

Z - Zero Buffer
Will clear the contents of the review buffer.

/ - Toggle Chat
Will toggle the appearance of the CHAT split screen.

Text Send Delay

At the bottom of the Help Window, is a horizontal slider gadget. This slider governs the speed at which text is "dumped" to the modem. This includes **Send Text** and **Send Buffer**. The slider gadget is manipulated in the same way as other slider type gadgets in BaudBandit. Moving the slider to the left will increase the speed of the send, while moving the slider to the right will decrease the speed of the send.



9. The BaudBandit File Requester

The BaudBandit File Requester appears whenever a file name is required by a particular operation. File Requesters appear when you select Upload, Download, Send Text, Capture, Load PhoneBook, Save PhoneBook, Load Macro Keys, Save Macro Keys, etc.

The File Requester lists the contents of the current directory, or the preset directory for the function selected.

As an example we will examine the *Text Send* file requester.

Function - At the top of the requester, the function is always listed. Always check the listed function so that you don't "Capture" a file when your intention is to "Send" a file.

Free Space - To the right of the **Function** is a numeric display of the number of bytes free in the current directory. (Note that the free bytes in a dynamic RAM disk will always be 0.)

Window to Back Gadget - When more than one window is open on the BaudBandit screen, the file requester may be covering another window. Clicking on this gadget will move the file requester to the backmostwindow position.

Window to Front Gadget - Clicking on this gadget will move the file requester to the frontmost window position.

Directory Path - When the file requester first appears, it will list a particular directory. This may be the *current* directory or a preset directory defined in the configuration file. The Directory Path is a list of the device, and the hierarchy of directories leading to the directory listed. The file requester can be given a different Directory Path by simply *clicking* on the Directory Path and using the keyboard to edit. The Directory Path will also be updated whenever the path is changed by one of the other file requester functions.

Directory Display Area - Below the Directory Path is a listing of the contents of the selected directory. Both sub-directories and files are listed down the left side of the Directory Display Area. Directories will be listed at the top of the Display Area and will be displayed in a different color than files. To the right of each file name is the size of that file. Clicking on a directory will list the contents of that directory. The change of the selected directory will be reflected in the **Directory Path**. Clicking on a file name will select that file, and place the file name in the **Selected File Display**.

Scroll Bar/Gadgets - When the number of files contained in the selected directory exceeds the number of rows available in the **Directory Display Area**, you may scroll up and down the list using the scroll bar and scroll gadgets located on the rightmost boundary of the requester. The scroll bar indicates the segment of the current directory contents being displayed. If

the bar within the slider is quite small, then you are viewing a small segment of the directory. You may click and hold on the scroll bar and drag it down the slider area to display segments of the directory contents not currently listed. Clicking above or below the current position of the scroll bar will move the scroll bar in the direction clicked. The scroll bar can also be moved by clicking on the up and down scroll gadgets. These are arrows at either end of the scroll bar/slider area. Clicking on these arrows will move the directory up or down one row at a time.

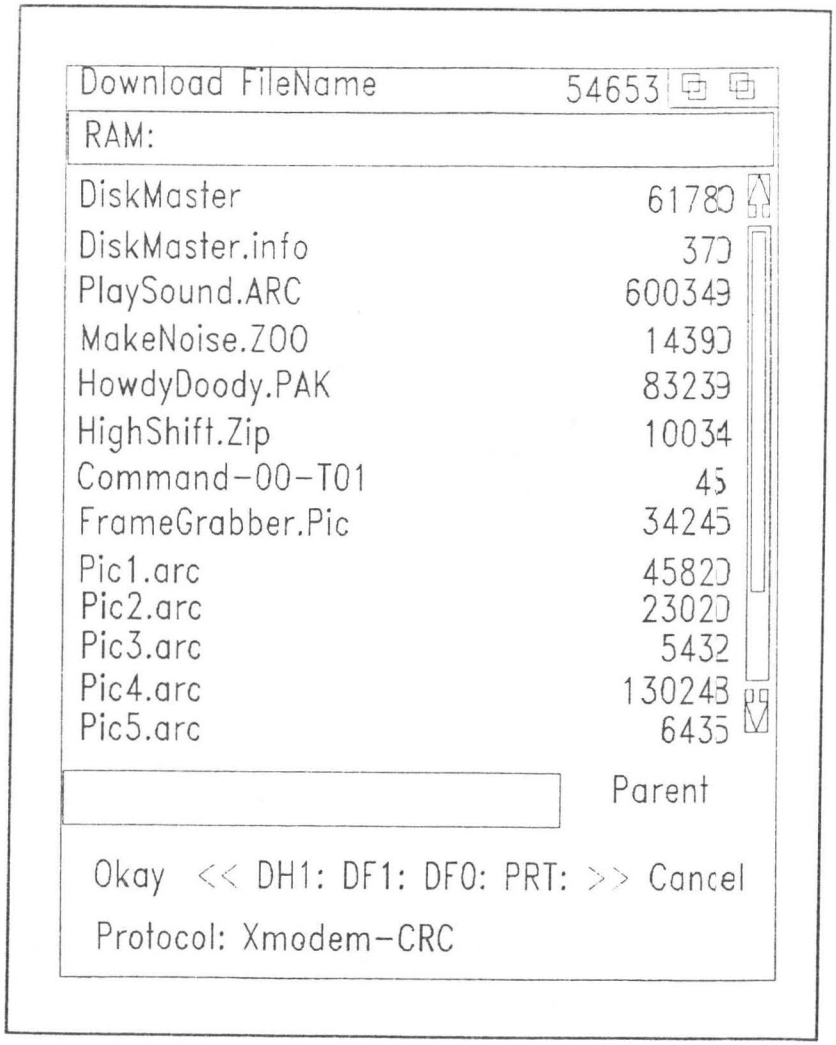
Selected File Display - This display holds the name of the selected file. When the file requester first appears, this display may be blank or may hold a default name or a preset name. Clicking on any of the file names listed in the **Directory Display Area** will replace the current contents of the Selected File Display with the new file name selected. You may also use the keyboard to enter a name directly into this display area. Pressing [RETURN] after entering the new name, or clicking on **Okay**, will complete the file selection and close the file selector.

Parent - Clicking on this gadget will select the directory listed one level up in the hierarchy of the directory path.

Okay - Clicking on this gadget will complete the file selection and close the requester. The file listed in the **Selected File Display** (described below) will be selected. There are a few special cases in which having no name in the **Selected File Display** will cause BaudBandit to use a generic name by default, or take the name from another source. These special situations will be detailed in their specific applications.

Device List - A list of available devices appears below the **Selected File Display**. You may at any time click on one of the devices listed to list the contents of that device. This change of devices will be reflected in the **Directory Path** to that device. If the number of devices exceeds the number of spaces available in the Device List, clicking on the double arrows to either side of the device list will scroll the list of Devices in much the same manner as the scroll bar does with the Directory Display Area.

Cancel - Clicking on this gadget will abort the file selection process and close the requester.



10. File Transfer

Telecommunication has become much more than just sending text from one computer to another. It is now possible to send and receive executable program files as well as text or ASCII data files. To do this over telephone lines, it is necessary to have some way of checking for transmission errors.

The transfer protocol was devised to do just that. Over the years, file transfer protocols have become faster and more reliable. BaudBandit supports the more popular file transfer protocols currently available. Below is a list of the file transfer protocols supported by BaudBandit.

CompuServe-B	popular protocol used mostly on CompuServe Information Service
WXModem	popular protocol used on People Link
XModem	
XModem-CRC	
XModem-1K	sometimes referred to as YModem
YModem	sometimes referred to as YModem-Batch
YModem-G	
ZModem	
ZModem	With Auto-Start

Setting the protocol

The file transfer protocol can be set in a number of ways. Setting the protocol in the PhoneBook Screen is the easiest and fastest method. When a phone entry is dialed, the protocol is changed to that predefined in the phonebook entry. Using this method, you do not have to remember the protocol of choice for that service.

The protocol may also be set or changed in the Modem SetUp Window. Simply click on the protocol setting. The protocol will cycle through your choices with each click, until the desired protocol appears.

The protocol may also be set or changed after the UpLoad or DownLoad file requester has been activated. The currently selected protocol is displayed at

choices with each click, until the desired protocol appears.

The protocol may also be set or changed after the UpLoad or DownLoad file requester has been activated. The currently selected protocol is displayed at the bottom of the UpLoad and DownLoad file requesters. Clicking on the protocol will cycle through your choices with each click, until the desired protocol appears.

Special Note on CompuServe B protocol

The CompuServe B protocol differs from the other protocols in that it is not activated by the user using the standard UpLoad and DownLoad commands. Also, it is not selected in any of the above methods other than in the PhoneBook Setup.

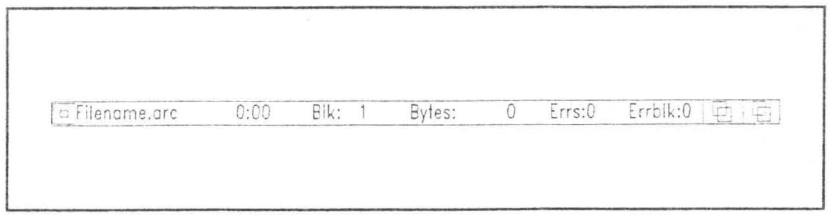
In the Modem SetUp Window, there is a special selection that toggles CompuServe B protocol on or off. While CompuServe B is on, it will respond to the special DownLoad command that is initiated by CompuServe. No file requester appears because the name of the file is provided by CompuServe.

The UpLoad and DownLoad file requesters

These file requesters appear whenever the user initiates an UpLoad or DownLoad command. They are as follows:

Location	DownLoad	UpLoad	Method
Command Bar	D/L	U/L	Mouse Click
Help Window	D - DownLoad	U - UpLoad	Mouse Click
Anywhere	[Right Amiga] + [D]	[Right Amiga] + [U]	Keyboard

Refer to Section Nine for more information on the general use and function of BaudBandit file requester.



The File Transfer Status Window

During an upload or download, a status window will appear, covering the *command bar*. The status window gives several pieces of information regarding the current file transfer. Listed across the status window from left to right are:

Filename - The first piece of information displayed in the status window is the path and file name of the file being transferred.

Elapsed Time - The numeric display following the filename is the time elapsed since the beginning of the file transfer.

BLK: - Indicates the current block number being transferred.

Bytes: - Indicates the number of bytes of data that have been transferred.

Errs: - Indicates the total number of errors encountered during the file transfer. After encountering ten errors on the same block, BaudBandit will abort the file transfer.

ErrBlk: - Indicates the last block number that encountered an error.

After a file has been transferred, the status window will close. The final status window reading will be printed on the BaudBandit main screen along with error messages if any.

A file transfer may be aborted only by pressing the [Esc] key. The abort message will be printed to the BaudBandit main screen along with the final status window reading.

11. The Review Buffer

The Review Buffer Window is activated by pressing any of the four cursor or "arrow" keys. The review buffer window can also be opened by pressing the [SHIFT] + [Help] keys (This is the only method that will open or close the review buffer while the chat window is open). The Review Buffer Window will open over the upper half of the BaudBandit mainscreen. The review buffer essentially keeps a running record of everything that has been received over the modem or serial port.

The review buffer is not dynamic. After the review buffer is full, text captured early in the session will be lost as new text is captured. The size of the review buffer may be increased or decreased in the 'Modem & Configuration Window" (see Section Seven). Increasing the size of the buffer allows for more text to be held in memory for review. Decreasing the size of the buffer will demand less memory of the computer and allow other memory intensive programs to be run at the same time.

Activate the review buffer window by pressing the [CURSOR UP] key, [CURSOR DOWN] key, [CURSOR LEFT] key, or [CURSOR RIGHT] key. The review buffer window will open and the most recent text captured will be displayed. You may scroll through the review buffer by pressing the [CURSOR UP] or [CURSOR DOWN] keys.

Close Gadget - The review buffer has no title bar of its own. Since the review buffer is most likely to be used while online, the *command bar* remains visible and active. The close gadget at the upper left corner of the BaudBandit screen will act to close the review buffer when clicked.

WARNING: Clicking on this close gadget while the review buffer is not active will close the BaudBandit program!

The review buffer window is also closed by pressing either the [CURSOR LEFT] or [CURSOR RIGHT] keys or by pressing the [SHIFT] + [Help] keys.

Size Gadget - To increase or decrease the size of the review buffer window, click and hold the size gadget at the lower right corner of the window. Move the mouse up or down to make the window larger or smaller. Moving the

the mouse up or down to make the window larger or smaller. Moving the mouse to the left or right has no effect in that the length of the window is fixed.

Commands Affecting the Review Buffer

Toggle Suspend - The Toggle Suspend command can be issued by either clicking on that selection in the "Help Window" or by pressing the [Right Amiga] + [J] Keys. Toggle Suspend can also be activated by clicking on **SUS** on the *command bar*. This will prevent any text from being captured into the review buffer or to a capture file. The suspend is deactivated using one of the three methods described above to issue the Toggle Suspend command.

Print Buffer - The Print Buffer command can be issued by either clicking on that selection in the "Help Window", or by pressing the [Right Amiga] + [O] keys. This will send the entire contents of the review buffer to the printer.

Send Buffer - The Send Buffer command can be issued by either clicking on that selection in the "Help Window" or by pressing the [Right Amiga] + [T] keys. This will send the entire contents of the review buffer over the modem to the connecting modem and computer.

Save Buffer - The Save Buffer command can be issued by either clicking on that selection in the "Help Window" or by pressing the [Right Amiga] + [V] keys. This will store the contents of the review buffer to the file name preset in the configuration menu. After the contents of the review buffer have been saved, the review buffer is cleared.

> **Existing capture files** - The Save Buffer command does not allow you the opportunity to name the file in which the contents of the review buffer are stored. This name is preset in the **Capt** entry of the configuration screen. The default setting for this entry is **RAM:Capture**. This will save the review buffer into a file named "Capture" located in the RAM: directory. You may wish to change the entry in the configuration screen to save the file on a disk or hard drive instead of RAM:.

ends with a period followed by a number greater than "0", a new file will be opened using the original name and incrementing the number. For example, if the preset name is **RAM:Capture.1**, and you attempt to save the review buffer a second or third time, new files will be opened as **RAM:Capture.2**, **RAM:Capture.3**, etc.

Cut to Clip - The Cut to Clip command can be issued by either clicking on that selection in the "Help Window" or by pressing the [Right Amiga] + [X] keys. This will save the contents of the review buffer to the Amiga Clipboard, and clear the review buffer.

Paste from Clip - The Paste from Clip command can be issued by either clicking on that selection in the "Help Window" or by pressing the [Right Amiga] + [I] keys. This will copy the contents of the Amiga Clipboard into the review buffer. The review buffer may then be sent to the modem, printed, or appended to the existing capture file. NOTE: When text is copied to the review buffer from the Clipboard, the capture suspend is automatically turned on to prevent incoming text from being appended to the review buffer.

> **The Amiga Clipboard** - The Clipboard, is a facility of the Amiga provided to aid in moving information from one program to another. Many text editors, word processors and data bases support the use of the Clipboard. Once information from BaudBandit has been moved into the Clipboard, it can be moved into one of many different programs, depending on your needs.

Zero Buffer - The Zero Buffer command can be issued by either clicking on that selection in the "Help Window" or by pressing the [Right Amiga] + [Z] keys. This will simply empty the review buffer of its contents. Once emptied, the contents of the review buffer cannot be retrieved.

The review buffer has an additional feature that is useful when used with the Paste from Clip command. Clicking on a line in the review buffer while holding the [Shift] key will immediately send that line across the modem. Using this feature, you can "paste" a predefined set of phrases or commands from the clipboard and send them at will, simply by clicking.

Using this feature, you can "paste" a predefined set of phrases or commands from the clipboard and send them at will, simply by clicking.

12. The Chat Window

Normally, when text is typed into BaudBandit's main screen, it is sent character by character, across the modem as it is entered. The chat window lets you enter text without having it sent across the modem until you press [RETURN]. This lets you edit the line of text before it is sent.

The chat window is opened by either clicking on **CHAT** in the *command bar*, or by pressing the [Right Amiga] + [/] keys. The chat window is not really a window at all. The BaudBandit main screen is split to create a split screen. The bottom portion is the chat area.

Sizing the Chat Window - This split screen area may be increased or decreased by double-clicking with the mouse pointer above or below the screen division. The screen division will move one character line toward the direction of the pointer. Thus, double clicking with the mouse pointer above the screen division will increase the size of the chat area, and double-clicking with the mouse pointer below the screen division will decrease the size of the chat area.

> *Since this chat area is not an independent screen, we will refer to it as a window throughout the remainder of its description.*

Several online services and BBS systems offer a multi-line conference mode. As many as ten or more users are able to "chat" with each other at the same time. Usually the host system uses a kind of "chat" mode, in that you type into the host's buffer until you press [RETURN], and your text is displayed to everyone in the order in which it was completed.

Without a chat facility on your screen, it would be very difficult to see what you are typing because of the constant interruptions of the text on your screen. Incoming text is not displayed within the chat window so the text you enter is not disrupted.

Online conferencing has become very popular on the various services. With this in mind, several features have been added to BaudBandit to make it well

suited to this purpose. The chat window works in conjunction with the review buffer to aid in communication. Often, when there seems to be a multitude of people on the conference, by the time you finish typing your response to a question or comment, the original question has scrolled off the screen. Many conferencers have found it useful to include some of the text of the original question or comment to give the answer more meaning. Rather than try to re-type the text, simply open the review buffer, place the mouse pointer over the desired text and click. The text will appear in the chat window waiting to be edited and re-sent.

Once you have clicked in the review buffer, pressing the [CURSOR UP], or [CURSOR DOWN] keys will scroll the review buffer up or down one line at a time. Notice that the entry in the chat window changes each time the review buffer scrolls. This is a quick way of keeping up with a fast paced conversation between several people.

Editing within the Chat Window

The key to keeping up with a multi-line conference seems to be speed. BaudBandit provides you with several editing short-cuts to speed you in composing and sending your messages. They are as follows:

[Cursor Left]	Moves the cursor to the left.
[Cursor Right]	Moves the cursor to the right.
[Shift] + [Cursor Left]	Moves the cursor left to the beginning of a word.
[Shift] + [Cursor Right]	Moves the cursor right to the end of a word.
[Backspace]	Deletes the character to the left of the cursor.
[Del]	Deletes the character under the cursor.
[Ctrl] + [V]	Recalls the last line entered.
[Ctrl] + [W]	Clears the chat window.

[Ctrl] + [X] Deletes the current line.

[Ctrl] + [Y] Deletes all characters to the right of the cursor to the end of the line.

13. Special Characters and Commands

Below is a list of "backslash commands" that may be used within function key macros, configuration file settings, scripts, and phonebook entries. These commands will also be executed when entered into the Chat screen followed with a [RETURN].

\Ac Simulates holding the [Right Amiga] key while pressing the [*c*] key (where *c* is any valid key listed in the Help Window).

\B Sends *Backspace* character.

\C Clear Script Pairs.

\D Drop DTR - effectively drops the carrier

\E Send Escape code (chr$ 155)

\F Send Form Feed - effectively clears the screen

\G Start the phonebook "Queue" function

\K Load Key Macro File - *example:* **\kS:Bandit2.Keys** will load the file "Bandit2.Keys" located in the S: directory.

\L Send LineBreak - This is the same as clicking on the **B** in the *command bar.*

\M Start an ARexx macro - *example:* **\mName** will start the file named "Name.baud" located in the Rexx: directory.

\N New Line. Sends a linefeed character to the modem.

\P# Pause - where # is a 50 tick per second delay (1/50th second) *example:* **\p25** will cause a 1/2 second pause. # may be a value between 1 and 255.

\Q Quiet - Causes BaudBandit to ignore any data on the serial device.

\R Send Carriage Return - Same as pressing the [RETURN] key.

\S#-*RGB*
Where # is a color register from 0 to 7 and *RGB* is a three digit number indicating the HEX values of Red, Blue, and Green. example: **\s1-FFF** will set color register 1 to be white.

\T Send Tab - Same as pressing the [TAB] key

\U Move the BaudBandit screen to the frontmost screen position

\W Wait 1/2 second - (may be used repeatedly) *example:* \w\w\w will cause BaudBandit to wait one and one half seconds before executing the remainder of the macro

^*c* Send control character - where *c* is any character from A to Z *example:* **^g** will send the ASCII equivalent of holding down the [Ctrl] key and pressing the [G] key.

Note: Commands that would normally make use of a file requester may be appended with a hyphen (-) to skip the file requester and accept either the default file name, or the file name entered after the hyphen.

EXAMPLE:

\ac Activates Capture and opens the file requester for input.

\ac- Activates Capture, skips the file requester and accepts the default capture file indicated in the configuration file.

\ac-myfile
Activates Capture, skips the file requester and opens the file "myfile" as the capture file.

14. Using ARexx with BaudBandit

In addition to BaudBandit's own script commands, BaudBandit also supports the popular ARexx programming language. Using ARexx, it is possible to call complex command scripts at a single key stroke, or have BaudBandit automatically respond to an incoming call.

ARexx is an interpretive programming language similar to BASIC. It provides a powerful, yet easy to use command language that makes possible the addition of numerous functions not normally available to BaudBandit.

ARexx is a commercial program that is NOT included with the BaudBandit disk. It may be purchased through most Amiga retailers.

This section of the BaudBandit manual assumes that you already own a copy of ARexx and have available the ARexx User's Reference Manual. It is the intention of this manual to offer two examples of BaudBandit/ARexx programs, and provide you with the information required to write your own ARexx programs for BaudBandit.

ARexx and ARexx User's Reference Manual were written by William S. Hawes. For more information on ARexx, you may write to:

William S. Hawes
P.O. Box 308
Maynard, MA 01754

BaudBandit/ARexx Commands

Below is a more complete listing of commands that may be used within your ARexx programs. They are listed in the following manner:

——— Divider ———

Command (in bold) Brief explanation of command

Example of command Result of example command

BAUDRATE Change baud rate

BAUD 2400 Set BPS to 2400. Odd rates are not restricted. The baudrate may be set to 300, 600, 1200, 2400, 4800, 9600, 19200, and 38400 baud.

BUFFER Change review buffer size

BUF 32768 Change buffer size to 32K. Old buffer will be lost. The buffer may be set to a size between 2048 and 524288 bytes, in increments of 2048 bytes.

CAPTURE Change capture filename, and turn on/off

CAPT Turns Capture on
CAPT ON Turns Capture on
CAPT OFF Turns Capture off
CAPT 'RAM:Capture' Turns Capture on with a new filename. Closes current capture file if one is active. Appends this capture to 'RAM:Capture if this file already exists.
CAPT 'RAM:Capture.1' Incremental capture. The numeric extension will

increment by one to become "RAM:Capture.2" if the file already exists.

CHATMODE Turn chat mode on or off

CHAT Turns chat mode on
CHAT ON Turns chat mode on
CHAT OFF Turns chat mode off
CHAT 10 Turns chat mode on, with 10 lines available in the chat portion of the split screen. Up to 22 lines may be made available for the chat portion of the split screen.

DATAPATH Change data path for uploads, downloads, and text send.

DATA 'RAM:' Changes data path to "RAM:".

DCD Data Carrier Detect

DCD
if rc~=0 msg 'We have carrier'
If the return code is equal to '0' the message "We have carrier" will be displayed on the BaudBandit screen. Notice the use of the msg command.

DEPTH Changes the screen depth. This will result in two, four, or eight colors being available for screen display.

DEP 1 One bit plane = two colors

DEP 2 Two bit planes = four colors
DEP 3 Three bit planes = eight colors

DEVICE Change the device driver to be used by BaudBandit.

DEV 'serial/0' Changes the device driver to "serial.device", unit zero
DEV 'foo/0' If "foo.device" does not exist, this command will stop all serial Input/Output.

DIAL Dials an entry in current phone book based on the *BBS Name*.

DIAL 'The System' Dials the entry in the phonebook with the *BBS Name* "The System".
DIAL 'The' Dials the first name beginning with "The".

DIALCLEAR De-selects all names in current phone book.

DIALCLEAR

DIALSELECT Selects a name in current phone book, but does not dial.

DIALSEL 'The' Selects the first name beginning with "The".

FKEY Changes contents of a function key using the same format as .Keys file.

FKEY 'S10 Hi\r' [Shift] + [F10] will be changed to "Hi\r".

FONT Changes the current font.

FONT 'Clean/8' Changes current font to Clean.font, 8 point.

GETFILE Calls the BaudBandit file requester from ARexx. The *title* argument determines the text to be dis played in the title bar of the requester. The *path* argument determines the directory path to be dis played in the file requester.

GET 'File to delete' The *title* will be "File to delete". The *path* will be the current data path set in the configuration file.

GET 'File to delete,RAM:Capt'

The *title* will be "File to delete". The *path* will be "RAM:". The file string will be preset to "Capt".

Note: 'OPTIONS RESULTS' must be set. The full path will be returned in RESULT unless 'Cancel' is selected. (refer to your ARexx User's Reference Manual for further details)

HANDSHAKE Changes handshake mode

HAND N Changes handshake mode to None
HAND X Changes handshake mode to xON/xOFF
HAND 7 Changes handshake mode to 7 Wire

HILITE Highlight a word on occurrence

HI 'Amiga' Any occurrence of the word "Amiga" will be highlighted when displayed on the screen.

LACE Turns interlace on or off

LACE Turns interlace on
LACE ON Turns interlace on
LACE OFF Turns interlace off

MASK Turns the 7 bit character mask on or off.

MASK Turns the 7 bit character mask on.
MASK ON Turns the 7 bit character mask off.
MASK OFF Turns the 7 bit character mask off.

MSG Displays a message on the BaudBandit main screen (same as ARexx "SAY" command).

MSG 'Hello' Displays "Hello" on the main screen.
MSGRAW 'Hello' Displays "Hello" without a carriage return.

Note: If REMOTE is active, the ARexx "SAY" command will send the string to the modem as well as to the screen.

OUTPRE Sets pre-insert output string. (prefix)

OUT '> ' Sets prefix to ">"

OUT '.'	Sets prefix to "."
OUT '. '	Sets prefix to a space character. This is useful when sending a pre-composed message to some Bulletin Board Systems.

QUIET	Prevents the reading of the serial port for input.
QUIET	Activates the Quiet mode.
QUIET ON	Activates the Quiet mode.
QUIET OFF	Deactivates the Quite mode.

QUEUE	Begins to queue dial all selected phonebook entries.
QUEUE	" " " " " "

REMOTE	Turns remote echo on or off. Also changes local echo.
REMOTE	Turns remote echo on.
REMOTE ON	Turns remote echo on .
REMOTE OFF	Turns remote echo off.

SEND	Send a text string (formatted).
SEND 'Hello\r'	Sends the string to the serial port with a carriage return.
SEND '\Ac-'	Activates Capture using the default filename.
SEND '\az\ai\at'	Zeros the review buffer, copies the contents of the clipboard into the review buffer, and transmits the contents of the review buffer to the modem.

SETTINGS	Changes the modem settings.
SET 8N1	Changes the modem settings to 8 bit, no parity, 1 stop bit.
SET A	Changes the file transfer protocol to ZModem with auto receive.
SET H	Changes the duplex setting to half duplex.

SUSPEND	Turns capture suspend on or off.
SUS	Turns capture suspend on.
SUS ON	Turns capture suspend on.
SUS OFF	Turns capture suspend off.

STATUS	Gets the status or current setting of the desired argument.
STAT A	Prefix 'ATDT'
STAT Buffer	Current buffer size
STAT Capt	Current capture filename
STAT Data	Current data path
STAT Exit	Exit string
STAT Font	Font name/size
STAT Hangup	Hangup string
STAT Init	Init string
STAT Line	Current input line since last carriage return.
STAT Macro	Key macro filename
STAT Name	Name of last file uploaded or downloaded. Can also be used to get file in requester while up or after closing.
STAT OutPre	Output pre-insert string.
STAT Phone	Current phonebook filename.
STAT SerialDev	Current serial device (or handler)
STAT T	Current transfer protocol
STAT U	CHAT user string or last line selected in review window.

STAT Word	Current word in compare buffer.
STAT X	Last file transferred with full path. Can also be used to get path/file in requester while up or after closing.

Note: 'OPTIONS RESULTS' must be set. The phrase "string=RESULT" is used to get the string into ARexx (refer to your ARexx User's Reference Manual for further details)

UNDO	Insert text into CHAT window
UNDO 'Hello'	Inserts "Hello" into the CHAT window.

WAIT	Stops this ARexx process until the argument string is found.
WAIT password	Wait until any text containing the string "pass word" is found.
WAIT 'pa??w?rd'	Same as above, using wild cards.

WRAP	Sets word wrap length (A length of 0 turns word wrap off).
WRAP 80	Turns word wrap on with 80 columns.
WRAP 0	Turns word wrap off.

ARexx Command Quick Reference

Command	Short Form	Argument(s)
BAUDRATE	BA	bps
BUFFER	BU	size in bytes
CAPTURE	CA	ON/OFF/file name
CHATMODE	CH	ON/OFF/lines
DATADIR	DA	path
DCD	DC	rc is 1 if Carrier
DEPTH	DEP	1/2/3
DEVICE	DEV	'device/unit'
DIAL	DIAL	name
DIALCLEAR	DIALC	
DIALSELECT	DIALS	name
FKEY	FK	'F# string'
FONT	FO	'font/size'
GETFILE	G	'Title,path'
HANDSHAKE	HA	X/N/7
HILITE	HI	string
LACE	L	ON/OFF
MASK	MA	ON/OFF
MSG	MS	string
OUTPRE	O	string
QUEUE	QUE	
QUIET	QUI	ON/OFF
REMOTE	R	ON/OFF
SEND	SEN	'string'
SET	SET	F8N1BA
SUSPEND	SUS	ON/OFF
STATUS	STA	A/B/C/D/E/F/H/I/L/ M/N/O/P/S/T/U/W/X
UNDO	U	'string'
WAIT	WA	'string'
WRAP	WR	value

ARexx Example Programs

Below are the listings of the ARexx programs "Answer.baud", "Init.baud", "Stat.baud", and "UnArc.baud" that are included on your BaudBandit disk. Each is heavily commented to explain what the commands do. This is offered as an example so that you might better understand the use of the BaudBandit ARexx commands. Note: text that is placed between /* and */ are comments and are not executed as part of the program.

Example #1 - Answer.baud

Answer.baud is designed to turn BaudBandit into a "mini BBS". Answer.baud is executed when BaudBandit receives a "ring" signal from the modem. BaudBandit will then ask for a password, and allow file transfers. This is an example of the programming complexity that is available through ARexx. Adding ARexx programs to BaudBandit multiplies the power and functionality of BaudBandit.

```
/* Answer.baud                  Executed by BaudBandit when RING is detected. */

/* set up a list of names and passwords. expand as needed (all uppercase) */
names.    = '(not found)'
names.GREG  = 'NOT'
names.DARYL = 'PUNK'

Send 'ATA\r'                    /* Answer command */
pull string             /* Modems send a linefeed before response */
pull string             /* Get modem response */
Msg '(' string ')'      /* Display it local (DEBUG) */

if left(string,7) ~= 'CONNECT' then exit

Remote ON               /* Enable remote echo */

/* Welcome message */
say '0C'x || 'Welcome to the BaudBandit remote server demo.'
say ''

/* Ask for first name */
options prompt 'Please enter first name: '
pull name

/* see if name is in database */
if names.name = '(not found)' then do
        say 'Private system, access denied.'
        Remote OFF  /* shut off remote echo.  or something bad happens */
        Send '\ah'  /* Amiga-H */
        exit
end

/* Ask for password */
options prompt 'Password: '
pull password

/* see if password matches what we have */
if names.name ~= password then do
        say 'Password incorrect, access denied.'
        Remote OFF
        Send '\ah'
        exit
end


/* get current data directory */
OPTIONS RESULTS
Status Dir
directory = result

/* Get current protocol */
Status Trans
protocol = RESULT

do while string ~= 'G'          /* continue loop until [G]oodbye */

        say ''
        say ' ———— Main Menu ————'
        say ''
        say ' [L]ist    [U]pload'
        say ' [P]rotocol [D]ownload'
        say ' [G]oodbye  [R]ead text file'
        say ' [H]elp'
        say ''

        /* make a nice prompt */
        options prompt 'Main > '

        /* pull command & arguments */
        parse upper pull string ' ' arg

        options prompt 'Filename: '

        if left(string,1) = 'L' then address command 'LIST' directory 'SORT'
        else if left(string,1) = 'P' then do
                if length(arg) = 0 then do          /* show protocol menu */
                        say ''
                        say '[W]- WXModem'
                        say '[X]- XModem-CRC'
                        say '[K]- XModem-1K'
                        say '[Y]- YModem-batch'
                        say '[G]- YModem-G'
```

```
                say '[Z]- ZModem'
                say '[A]- ZModem (Upload anytime)'
                say ''
                options prompt protocol '> '
                pull arg
            end
            set arg
            Status Transfer
            protocol = RESULT
        end
        else if left(string,1) = 'D' then do
            if length(arg) = 0 then pull arg  /* no filename given */
            if length(arg) ~= 0 then do       /* check for filename */
                say 'Starting' protocol 'transfer'
                Send '\au-' || arg            /* give Amiga-U with name */
            end
        end
        else if left(string,1) = 'U' then do
            if length(arg) = 0 then pull arg  /* no filename given */
            if length(arg) ~= 0 then do       /* check for filename */
                say 'Starting' protocol 'transfer'
                Send '\ad-' || arg            /* give Amiga-D with name */
            end
        end
        else if left(string,1) = 'H' then do
            say ' Command summary:'
            say ' L   List files in directory'
            say ' P   Protocol menu.  Or give option at main prompt (P Z)'
            say ' U   Upload file.   Optional ( U filename )'
            say ' D   Download file.  Optional ( D filename )'
            say ' R   Read text file. Optional ( R filename )'
            say ' G   Hangup'
        end
        else if left(string,1) = 'R' then do
            if length(arg) = 0 then pull arg  /* no filename given */
            if length(arg) ~= 0 then
                address command 'CD' directory || '0A'x 'Type' arg
        end
end

say 'Goodbye' name || ', thank you for calling.'
Remote off
Send '\ah'
```

Example #2 - Init.baud

With the Amiga's multi-tasking environment, and using the new multi-port serial cards or internal modems, it is possible to run more than one copy of BaudBandit at any one time. The ARexx address for the second running BaudBandit is "BAUD2", the address for the third is "BAUD3", etc. The

program listed below will check the address port of BaudBandit, and in this case, change the serial device to "Modem0/0". The actual serial device you will use will depend on the brand of serial card, or internal modem you are using.

```
/* Init.baud

  Place in the Init configuration string as '\mInit' to be run at startup.
  This changes the 2nd BaudBandit device to modem0.device
*/

if address() = 'BAUD2' then DEVICE 'modem0/0'

OPTIONS RESULTS

Status Serial
dev = RESULT

/* Show what device the program is using */
say 'Address' address() ' using device' dev
```

Example #3 - Stat.baud

This program will list the current settings of each of BaudBandit's status variables, then check to see if "Carrier Detect" is "Hi" or "Low".

```
/* Stat.baud  Display all status variables */

OPTIONS RESULTS

SEND '\aw'                          /* clear screen (Amiga+W) */

STAT A                              /* Dial prefix 'ATDT' */
MSG 'Prefix :' RESULT

STAT B                              /* Buffer size */
MSG 'Buffer :' RESULT

STAT C                              /* Capture filename */
MSG 'Capture:' RESULT

STAT D                              /* Data dir */
dir = RESULT
MSG 'DataDir:' dir

STAT E                              /* Exit string */
MSG 'ExitStr:' RESULT

STAT F                              /* Font string */
MSG 'Font  :' RESULT
```

```
STAT H                                  /* Hangup string */
MSG 'Hangup :' RESULT

STAT I                                  /* Init string */
MSG 'InitStr:' RESULT

STAT L                                  /* Current Line */
MSG 'Line   :' RESULT

STAT M                                  /* Current key macro file */
MSG 'Macros :' RESULT

STAT N                                  /* Current file name */
MSG 'Name   :' RESULT

STAT O                                  /* Pre-insert string '>' */
MSG 'PreIns :' RESULT

STAT P                                  /* Current phone file */
MSG 'Phone  :' RESULT

STAT S                                  /* Current serial device */
MSG 'Serial :' RESULT

STAT T                                  /* Current transfer protocol */
MSG 'Trans  :' RESULT

STAT U                                  /* User string */
MSG 'UserStr:' RESULT

STAT W                                  /* Current pair check word */
MSG 'Weird  :' RESULT

STAT X                                  /* Current path/file name */
MSG 'XFile  :' RESULT

MSG ''                                  /* carriage return */

MSGRAW 'DCD '
DCD
if rc=0 then MSG 'LOW'
else MSG 'HI'
```

Example #4 - UnArc.baud

This example program will use the name of the last file downloaded and determine if it is an "ARC" file, a "ZOO" file, or a "ZIP" file, and extract the compressed files using the appropriate archive utility.


```
/* UnArc.baud

   Place in a function key as '\rUnArc'
   and run after downloading arc/zoo/zip files
*/

OPTIONS RESULTS

STATUS Name                                          /* Get the filename */
filename = RESULT

if filename = '' then do                             /* No file ? */
        GETFILE 'File to Extract'                    /* Ask for a file */
        if RESULT = '' then exit                     /* Did user hit Cancel? */

        STATUS Name                                  /* Get the filename
again */
        filename = RESULT
 end

STATUS DataDirectory                                 /* Get the current directory */
dir = RESULT

parse UPPER var filename name'.'ext      /* ext is extension (ARC/ZOO/ZIP) */


/* Determine command to use by extension.
   The '<*' redirects input to the terminal.
*/

if left(ext,2) = 'ZO' then arcmd = 'Zoo <* x'
 else if left(ext,2) = 'AR' then arcmd = 'Arc <* x'
  else if left(ext,2) = 'ZI' then arcmd = 'UnZip'
   else exit  /* unknown extension */

/* Create and execute the command (CD dir\n Arc x filename) */

address command 'CD' dir || '0A'x arcmd filename
```

For more information about ARexx and the Rexx programming language, refer to the **ARexx User's Reference Manual**. ARexx is available through most Amiga retail outlets.

Warranty/Disclaimer

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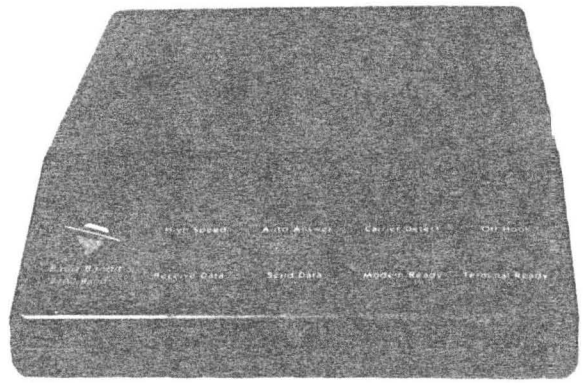
Baud Bandit 2400

2400 BPS Modem



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